BOWLING

GAME PROGRAM™ INSTRUCTIONS

Model CX-2628

ATARI®

A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

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BOWLING

Use your Joystick Controllers with this Game Program™. Be sure the Controllers are firmly connected to your Video Computer System™. For one-player games use the left controller. Hold the controller with the red button to your upper left toward the television screen. See section 3 of your owners manual for further details.

NOTE: To prolong the life and protect the electronic components of your Atari® Video Computer System, the console unit should be "off" when inserting or removing a Game Program.

HOW TO PLAY

Your objective is to roll as high a score as possible, whether you're playing a one-player or a two-player game. There are ten "pins" to knock down. You have two tries (or rolls) to knock down the pins each time you're up. Each game consists of ten "frames" (or turns).

If you succeed in knocking down all the pins on your first roll, it's called a "strike". A strike is marked with an "x" on the TV screen.

If you leave pins standing, but "pick them up" on your second try, it's called a "spare". Spares are marked with a "/" on the screen.

An "open frame" occurs when you fail to knock down all ten pins in two rolls. Open frames are indicated with a straight horizontal line (—) on the screen.

The ultimate goal in BOWLING is to roll 12 consecutive strikes for a "perfect" score of 300. See the SCORING section for a more detailed breakdown of point scoring.

CONSOLE CONTROLS

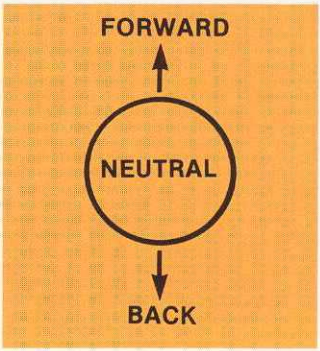
To start the action:

- Press the **game select** switch to choose the game you wish to play. The number of each game appears in the upper left corner of the screen. A **1** or a **2** is displayed in the upper right corner of the screen to indicate whether the game is for one or two players.
- Press the **game reset** switch to begin play.

During game play the number of each frame is displayed in the upper left corner of the screen for one-player and two-player games. In two-player games the number of the player who is currently up is shown in the upper right corner of the screen. (Player number 1 is blue; Player number 2 is green.)

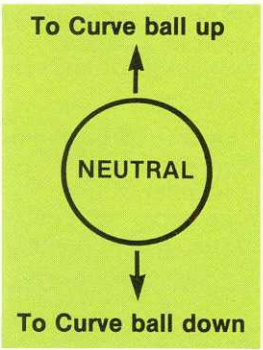
CONTROLLER ACTION

Move your Joystick forward (away from you), and back (toward you), to position the Bowler. Press the red button on your Joystick Controller to release the ball.



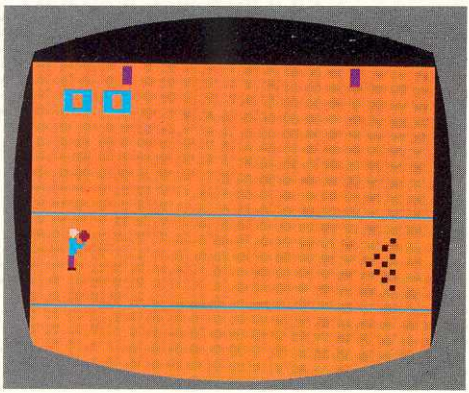
NOTE: Before pressing the red button to release the ball, the Joystick controls the positioning of the Bowler. After pressing the red button, the Joystick controls the direction of the ball as it moves down the "alley".

In GAMES 1 and 2 the ball stays in a steady curve pattern once the Joystick is moved in either direction. The ball does not come out of this pattern until that roll is completed.



- Push the Joystick forward to curve the ball up toward the top of the screen.
- Pull the Joystick back to curve the ball down toward the bottom of the screen.

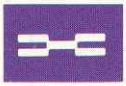
In GAMES 3 and 4 you can steer the ball up and/or down while it is moving down the alley. If the Joystick is returned to its neutral position the ball straightens out.



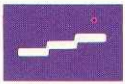
GAMES 5 and 6 are straight ball games. In these games the direction of the ball cannot be altered after it is released. Positioning the Bowler is the most important move.

GAMES 1, 3, and 5 are one-player games. GAMES 2, 4, and 6 are two-player games.

SCORING

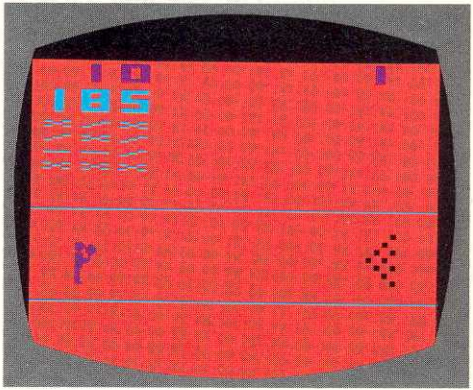


STRIKE



SPARE

OPEN FRAME



You have the possibility of scoring from 0 to 30 points in each frame. However, the difference in your score depends on whether you strike, spare, or leave an open frame.

For instance, in an open frame the number of pins you pick up (for both rolls) is simply added to your running score.

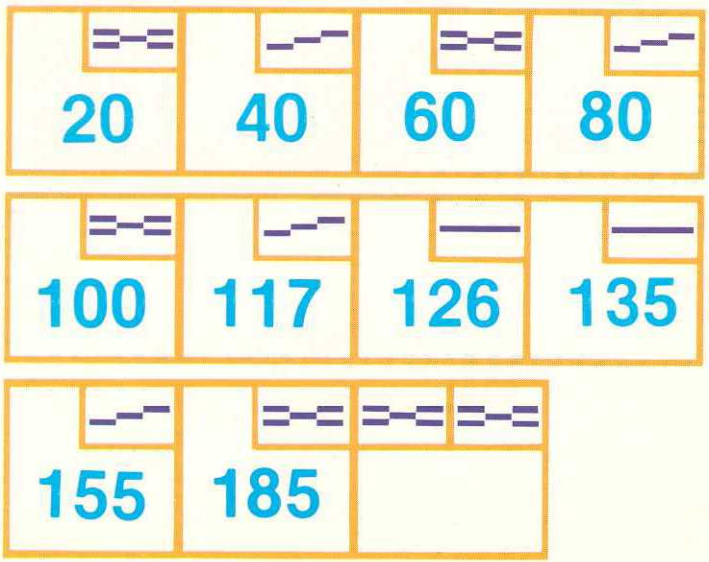
However, when you pick up all the pins on the second roll for a spare, your running score is not totalled immediately. Instead, the score for that frame remains empty until your

next roll. At that time, 10 is added to the number of pins you pick up. This subtotal is then added to your total running score.

Whenever you roll a strike your running score is not totalled until after the next TWO rolls. Ten points are then added to the total number of pins you pick up for those rolls. Therefore, if you roll three consecutive strikes, you score 30 points for the frame in which the first strike occured.

- In two-player games, the score for the left player is displayed at the top left corner of the screen; the right player's score is shown on the right.
- In one-player games the score is on the left.

The following is an example of how a game might be scored.



Tenth Frame Bonus

If you spare in the tenth frame, you are allowed one more roll. The number of pins you pick up, plus 10 (because of the spare), is then added to your total score.

If you strike in the tenth frame, the pins you pick up for the next TWO rolls are added to your total score.

HANDICAP (Difficulty Switch)

When the difficulty switch is in the **a** position the computer makes it more difficult for you to roll strikes and spares. (Use the left difficulty switch for one player games.)

For the beginning player, it is easier to obtain high scores when the difficulty switch is in the **b** position.

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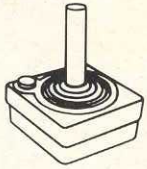

BOWLING						
GAME NUMBER	1	2	3	4	5	6
NUMBER OF PLAYERS	1	2	1	2	1	2
STEERABLE BALL						
STRAIGHT BALL						
CURVE BALL						

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Rev. 1